Quizagon

A CHALLENGE TO YOUR MIND

Commodore 64

Getting Started

The Commodore 64 disk is not self-loading. Insert Disk Side 1 and type **LOAD "QUIZAGON," 8** and press the **RETURN** key.

What is the Object of the Game?

The object of the game is to land on all four blinking Quizards and answer each of those questions correctly. There are four color-coded Quizards, one for each category of questions.

When a player answers a Quizard's question correctly, a point is placed on the board with that player's initials.

Once a player has a point from all four of the Quizards, the player advances to the Grand Quizard.

Correctly answering the Grand Quizard's question wins the game! A player that fails to answer the Grand Quizard's question will be returned to the board. That player must then land again on a Quizard and answer the question correctly before returning to the Grand Quizard.

Where are the Quizards?

The locations of the Quizards change each time the board refreshes with a player's turn.

Each Quizard, however, can always be found somewhere in the same general area of the board.

In other words, even though the Quizards will be in different hexagons each time a player takes a turn, each Quizard will always be in the same quadrant on the board.

The locations of the four different Quizards are identified by blinking hexagons. If a hexagon blinks on and off, it is a Quizard.

How Does a Player Move?

Each player must move around the board trying to land on each of the four blinking Quizards.

The computer will determine the order of the players and place the initials of the first player in the upper left corner. Subsequent turns continue in a clockwise fashion.

Each player's turn is signaled with a rapid blinking of the player's initials and a distinct sound.

A player can move to a different hexagon only by answering the question correctly.

A player can move only to adjacent hexagons. The legal moves available to the player are indicated by a '?' which goes from one hexagon to another. Hit any key or press a paddle button when the '?' is inside the desired hexagon.

How Do You Answer Questions?

The questions are presented in the center of the screen.

Players speak aloud their answers upon their turn and then press any key to inform the program an answer has been given.

The correct answer is then displayed in the center of the screen.

The words "CORRECT" and "WRONG" alternately flash at the bottom of the screen. Press any key when the appropriate response is being displayed.

Or, simply press a "C" if the response is correct or a "W" if the response is wrong. This type of input need not be timed with the presentation of the words "CORRECT" and "WRONG" on the screen.

WHAT IF A KEY IS PRESSED AT THE WRONG TIME? To back up one move in order to correct a poorly timed keypress, simply press the <RESTORE> key. The board will appear as it did just before the keypress was made.

Why Are There Four Disk Sides?

QUIZAGON comes with over 6,000 questions and answers. Each of the four categories has over 1,500 questions and answers. That is far more than can be contained on any one side of a disk.

Always boot-up Disk Side 1 because it has the QUIZAGON program on it.

Disk Side 1 also has a multitude of questions and answers on it. Many games can be played with Disk Side 1 in the disk drive before players can remember the questions from previous sessions.

Once players begin to remember questions from previous sessions, simply switch to any of the other disk sides after having booted-up with Disk Side 1.

Remember, one of the four Quizagon disk sides must always be present in the disk drive while the game is being played!

When Does the Game Begin?

Right now! Get set to challenge your mind and enjoy yourself! Good luck!

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COMMODORE 64 / DISK SIDE 1

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Quizagon
COMMODORE 64/DISK
SIDE 2
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COMMODORE 64/DISK SIDE 3

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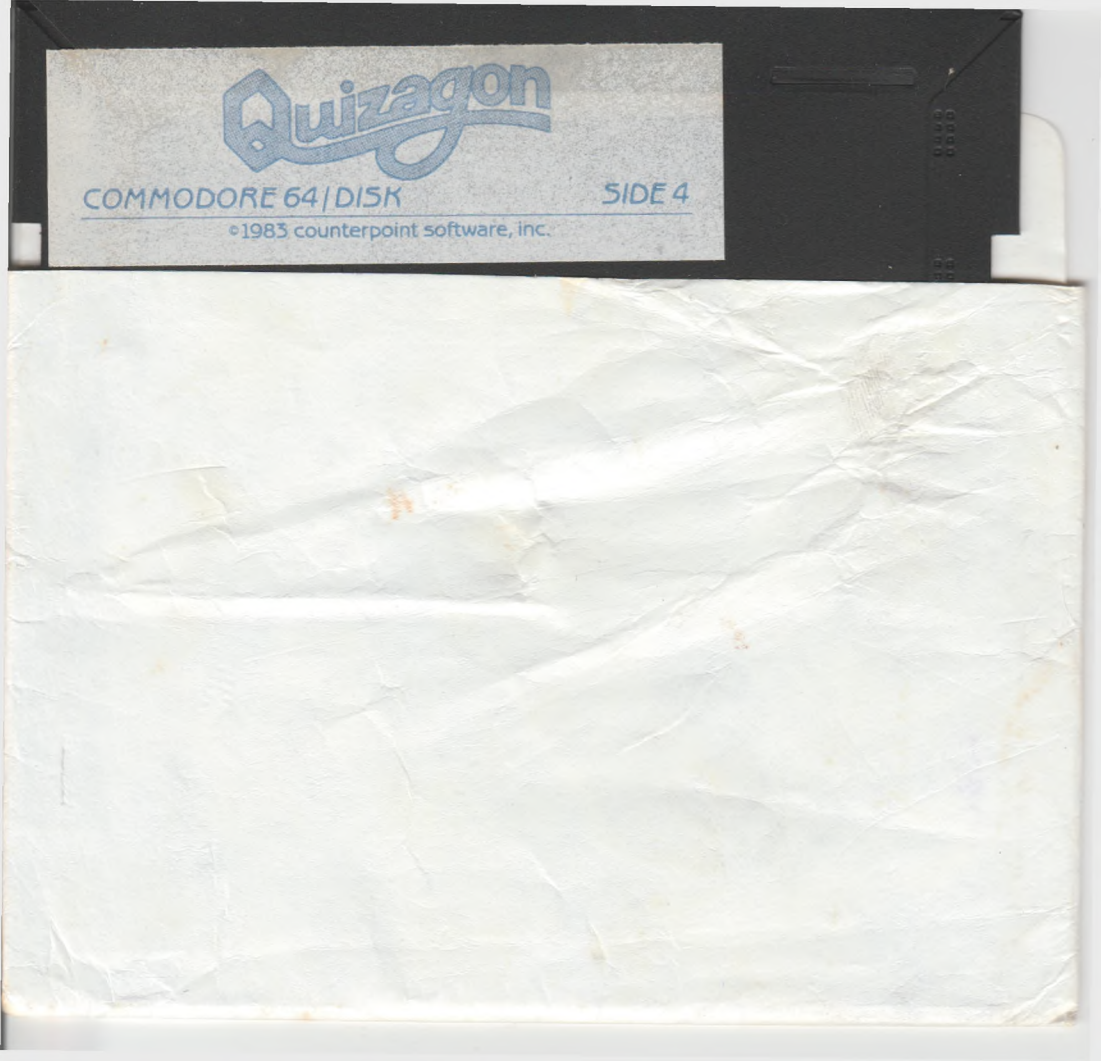
Quizagon
COMMODORE 64/DISK
SIDE 4
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